

Murdered

To play this game, you will need two players and twenty tokens: thirteen **RED** (anger), seven **Green** (calm). One player plays the **ghost** of a murder victim, the other **narrates** the (physical) rest of the world. The **narrator** decides seven facts that, if learned, will show the **ghost** who killed them.

At the start, the **ghost** is dead and doesn't know who killed them. Nothing physical affects them and nobody sees them, but they can move about to observe whatever they like. They have the **RED** tokens, the **narrator** has the **Green** ones. When they reach across to **haunt** the physical world, they spend a red token to do it and describe what happens. Be inventive (or steal ideas from horror films). Otherwise, the **narrator** simply describes what the **ghost** sees wherever they chose to look. Be inventive (or steal ideas from detective films).

If they **learn** a fact about their death, the narrator gives them a **Green** token. If they watch somebody they **blame** for their death suffering, they get a spent **RED** token back *even if that person didn't kill them.*

The game is finished when they have all seven **Green** tokens:
they finally pass over.